COLECO VISION™

Guide No. 91883

CARTRIDGE INSTRUCTIONS

SLITHER™

by Century II

- For one or two players
- Select from four skill levels
- For use with Coleco's ROLLER CONTROLLER

Your ship is surrounded by deadly snakes and dinosaurs. You can fire at your wriggling attackers, but one shot rarely does the trick. Snakes can split when your laser blast hits them. Pterodactyls menace from the air. A tyrannosaur drops more brush to block your way. And after a few rounds of play, invisible snakes join them all to chase your ship!

Plays like the SLITHER™ arcade game!

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GETTING READY TO PLAY

ALWAYS MAKE SURE THE COLECOVISION™ CONSOLE IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Choose your challenge.

Press the Reset Button. The Title Screen appears on your TV. Wait for the Game Option Screen to appear. It contains a list of game options, numbered 1-8.

Skill 1 is the easiest, suitable for play by beginners.

Skill 2 action is faster, but not as demanding as the arcade version of the game.

Skill 3 plays much like the arcade version of SLITHER™.

Skill 4 is more challenging than the arcade version.

Select a game option by pressing the corresponding number button on either controller keypad.

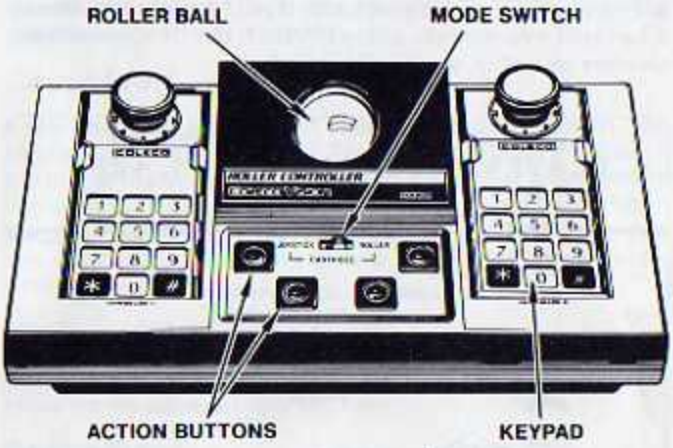
Players take turns. Player 1 begins, and each turn lasts until the player's ship is eliminated.

PAUSE Feature
Press * to pause during a game. Press * to return to the game exactly where you stopped. There is a brief delay after the game screen reappears. It allows you to size up the situation before play begins again!

USING YOUR CONTROLS

Attach the Roller Controller as explained in its owner's manual. Slide the Mode Switch to "Roller Cartridge" mode for SLITHER™.

Roller Ball:
Spin the Roller Ball in the direction you want your ship to move. Up, down, side-to-side, even diagonals are just a roll away. And remember, the faster you spin, the faster your ship moves!



Action Buttons:
Press either upper **Action Button** to fire the laser up. Press either lower **Action Button** to fire the laser down.

HERE'S HOW TO PLAY

Brush up on your aim!

Your ship appears in the desert. Pick your way around the boulders and brush. Both can block your ship and its laser blast. It requires two blasts to knock out each brush completely. Better clear an area, because your enemies are slithering in!

Snakes alive!

Those snakes are hungry and they want **you!** But don't be too eager to fire. Notice the long and short snakes? You can eliminate a short snake with one blast. But long snakes are trickier. If you hit a long snake's head or tail, it gets shorter and finds your ship just a bit faster. If you hit the snake's body, it can split into multiple snakes. Watch out! If a snake head touches your ship, you're eliminated!

Beware the "Dizzy Dino."

As if snakes weren't enough! A pterodactyl bounces, hovers and dives toward your ship. The closer it gets, the more points you earn for eliminating this dizzy dinosaur.

Blast the tyrannosaur's trail.

A winged tyrannosaur gallops across the desert. Sometimes it leaves a trail of brush to block your ship and laser. Blast this monster when it enters the desert. The faster it goes, the more points you get for eliminating the tyrannosaur. You weren't fast enough? Try for the tyrannosaur's trail. That is, if the snakes don't get you first!

Countdown.

Each time a fresh batch of snakes enters the desert, the Bonus Timer starts counting. The more snakes in the desert, the higher the bonus start. If you eliminate every snake before the timer runs out, you win the points displayed. If you can't eliminate all the snakes, the snakes from the next phase join the ones still in the desert, and the Bonus Timer starts counting again.

Night and day.

The game began at daybreak. Now the screen's turned dark? Have no fear. The snakes are here.

Snake Eyes!

See those beady eyes wriggling toward you? That's an invisible snake. Blast the eyes and a whole snake **might** appear. Now the game gets really tough! Blast any snake head and brush can appear in front of it.

Starting over.

Press * to replay the SLITHER™ game option that you have been playing. Press # to return to the Game Option screen.

Reset!

The Reset Button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time, and can also be used to resolve a game malfunction.

SCORING

Player Hits:	Points Awarded:
Partial Brush	5 points
Snake body	25 points
Snake tail	50 points
Snake head	75 points

Player Eliminates:	Points Awarded:
Brush	15 points
Snake	100 points
Tyrannosaur (depending on its speed)	250-1000 points
Pterodactyl (depending on its distance)	250-1000 points

Bonus Points!

If you eliminate every snake in the desert, you win the bonus points shown in the Bonus Timer.

Each player gets three ships (five in Skill 1) to start the game. One bonus ship is awarded when a player's score reaches 10,000 points and again at each 100,000 points thereafter.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing SLITHER™, but it is only the beginning! You will find that this cartridge is full of special features that make SLITHER™ exciting every time you play. Experiment with different techniques — and enjoy the game!

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